

THE LEGEND OF HEROES

TRAILS OF COLD STEEL





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Thank you for purchasing *The Legend of Heroes: Trails of Cold Steel II*. Please read this manual carefully before playing, to ensure you have the best possible experience with the game.

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CONTROLS

PlayStation® Vita handheld entertainment system



Basic Controls

Left stick	Move character (hold the ◎ button to walk)
Right stick	Rotate camera
Directional buttons - up/down	Zoom camera in/out
Directional buttons - left/right	Change direction character is facing
Ⓛ button	Switch active character (Default: next in sequence)
Ⓡ button	Dash (hold while running)
◎ button	Cancel
⊗ button	Select option, talk, inspect, or perform a field attack
△ button	Display Camp Menu
□ button	Display Quick Travel Menu
START button	Expand Minimap
SELECT button	Display Notebook











Touchscreen Controls

Touch Minimap	Enlarge the Minimap
Touch a character's icon	Make that character your active character
Double-tap the touchscreen	Reset camera position

Battle Controls

Left stick/directional buttons	Select options in menus/switch target
Right stick	Rotate camera
 button	Change/set combat links
 button	Switch characters in/out
 button	Cancel
 button	Confirm
 button	Activate S-Break by holding button and pressing corresponding directional button
 button	Display information on selected enemy
START button	Skip current battle animation

When the game begins, the opening movie will play, and then the title screen will be displayed. Pressing the START button at this screen will take you to the title menu.

• NEW GAME

- 1) Start a new game. You can select from four difficulties: EASY, NORMAL, HARD, and NIGHTMARE. Keep in mind that the difficulty you select at the start of the game cannot be changed later. To change the difficulty, you must start a new game.
- 2) You can receive bonuses by choosing to load a clear save from the original *Trails of Cold Steel*.

[Yes] Calls up a load menu, allowing you to select the clear data to use.

[No] Allows you to start the game without loading clear data.

[Cross-Save] Allows you to load save data from the PlayStation®3 version that was made just before going out to defend Trista in *Trails of Cold Steel*'s finale. Only save data that fits the specified criteria can be loaded.

- **LOAD GAME** - Resumes an existing game in progress. Select a save file from the list to load that data and continue where you left off.
- **BACKSTORY** - View a summary of the events from *Trails of Cold Steel* as well as detailed information on its cast.
- **DLC SHOP** - Selecting this allows you to connect to the PlayStation®Store and obtain downloadable content from there.
- **SYSTEM**
 - CROSS-SAVE** - Used to share data with the PlayStation®3 version of the game.
 - OPTION** - Adjust the game's settings.



This is how the screen typically looks when playing the game. You can use the left stick to move around, and the right stick to rotate the camera. In addition, you can also use the up and down directional buttons to zoom in and out, and the left and right directional buttons to change which direction the active character is facing.



Minimap

Bonding Points

Date/Day of the Week

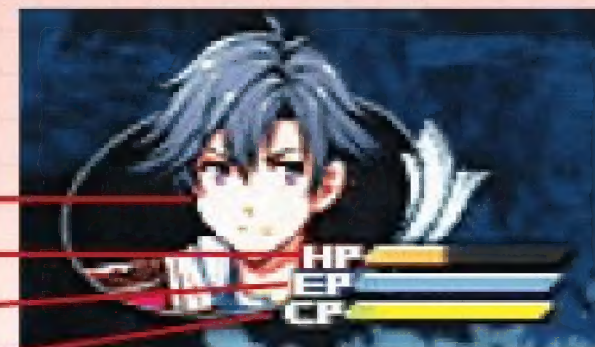
Character icon

Status (portrait changes
based on remaining HP)

Hit Points (HP) orange bar

Energy Points (EP) blue bar

Craft Points (CP) yellow bar



The active character can be changed by pressing the **L** button



• MINIMAP

The minimap is a map of your current surroundings. The green arrow indicates your current location, and points in the direction you are currently facing. Yellow squares indicate doors or other entrances. Buildings are color coded depending on what is inside them. Yellow dots indicate the location of a specific person or animal, while a string of small, darker dots indicate the path you've taken to reach your current location.






• EXPANDED MINIMAP


You can expand the minimap by pressing the START button. The left stick allows you to scroll around the map, while the right stick allows you to rotate the camera. You can also zoom in and out using the **[L]** and **[R]** buttons. The expanded minimap indicates the topography of the area, your current location, the locations of enemies (shown with red arrows) and chests, and areas where events will take place. Occasionally, you'll see event markers displayed on characters and places. These show that an event will take place if you go to that location or talk to that person. Key Events are required to advance the story, while Quest Events are related to quests that aren't mandatory.

• NAVIGATION

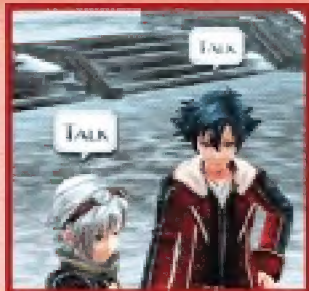
You can review your current objective by pressing the  button.

• QUICK TRAVEL MENU

When in a town, you can press the  button to open the quick travel menu. You can switch between areas (if a town has several) using the  and  buttons. Select a location to warp instantly to it.

If there's a character in the area who has a bonding event available, this will also be indicated with an exclamation mark next to their portrait. Icons can be hidden by holding the  button.



**• TALK**

When you approach NPCs, a TALK icon will be displayed. Press the ⊗ button to talk to that character. You can advance through their dialogue by pressing either the ⊗ button or, if you want to skip through it, the ◎ button.

**• INSPECT**

When you approach something that can be inspected, an exclamation mark will be displayed. Press the ⊗ button to act on that object. If an "X" is displayed over the exclamation mark, the action is temporarily unavailable.

• BONDING EVENTS

During rest days, you can use bonding points to spend time with certain characters and get to know them better. Viewing a bonding event allows you to gain Link EXP with that character.



You can save the game in the save menu, accessed by either pressing the START button in the Camp Menu or by selecting SAVE in the SYSTEM menu. To save the game, you will need at least 1200KB free space on the storage media.

• CROSS-SAVE

Cross-Save allows you to share save data between the PlayStation®Vita and PlayStation®3 versions of the game. To use Cross-Save, you will need both systems and versions of the game, an internet connection, and both systems to be using the same Sony Entertainment Network account. You can use this feature by opening the Camp Menu, selecting SYSTEM, then selecting CROSS-SAVE.

Cross-Save data uploaded to the server from either the PlayStation®Vita system or PlayStation®3 system version of *The Legend of Heroes: Trails of Cold Steel II* may later be redownloaded and reintegrated into either version of the game, allowing for saves to be shared not only across platforms but between multiple systems of the same platform.



• FIELD ATTACKS

By pressing the ⊗ button while moving, you can attack enemies on the field. Attacking the enemy from the front will cause them to flinch slightly, while attacking from the side or rear will cause them to be temporarily stunned (or, if the weapon used to attack is effective against that enemy's type, cause them to faint). If the attacking party member is at a significantly higher level than the enemy, it's possible to defeat the enemy using a field attack alone. Field attacks can also be used to destroy objects on the field. You'll sometimes find items in or under objects you destroy in this way.

• ENCOUNTER TYPES

There are several different ways to initiate a battle that will determine whether you start at an advantage or disadvantage.

Triple Advantage

How to Get: Walk into a fainted enemy.

Bonus: Confers the same bonuses as Double Advantage; all enemies also take damage.

Double Advantage

How to Get: Walk into a stunned enemy.

Bonus: Confers the same bonuses as Advantage; each ally also gains 10 CP.

Advantage

How to Get: Walk into an enemy from behind.

Bonus: Allies take their turns earlier than they ordinarily would.

Standard

How to Get: Walk into an enemy from the front.

Bonus: No handicap or bonus.

Enemy Advantage

How to Get: Enemy walks into you from behind.

Handicap: Enemies attack first, party order and formation are changed, and all combat links are severed.

Be sure to set up your party before jumping into battle. The party's order, formation, and link settings can be configured in the Tactics section of the Camp Menu.



Battles take place on circular fields. Before selecting a command, you can use the right stick to rotate the camera.



• CHARACTER STATUS

1. Face portrait - Changes depending on remaining HP
2. Current HP (orange bar)
3. Current EP (blue bar)
4. Current CP - (yellow bar) Increases when you attack or take damage (Max: 200)
5. Status Effect Icons
6. Break Icon – When this icon is lit, hold the Δ button and press the directional button corresponding to the character whose S-Craft you want to use to unleash an S-Break.



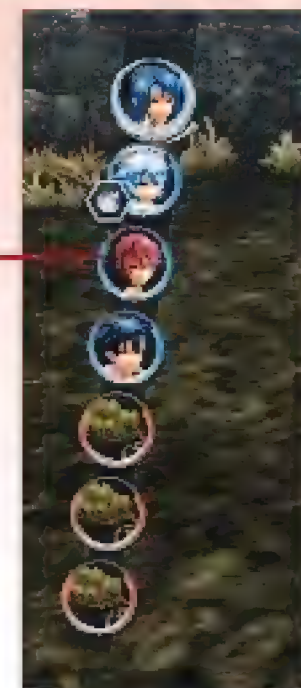
• AT BAR

This bar indicates the turn order for both allies and enemies. When a character's icon reaches the top, it is their turn to act. ARTS ICON means the character is casting an art, CRAFTS ICON means the character is preparing a craft. Enemies are outlined in red, while allies are outlined in blue.

• AT BONUSES

AT bonuses are special bonuses bestowed on whichever ally or enemy takes the turn they're attached to. By delaying turns or using S-Breaks, you can "steal" bonuses from enemies who would have otherwise received them.

AT BAR



ATTACK

Perform a regular attack. After selecting the command and the target, the character will move and strike. If the target is out of range, the character will simply move as close as they're able. Attacks using weapons such as Emma and Elliot's orbal staves are regarded as magic attacks and will act on the enemy's magic defense (ADF) rather than their physical defense (DEF).

OVERDRIVE

Through fighting battles, the Overdrive icon at the upper right corner of the screen will gradually illuminate; once fully lit, you can activate Overdrive. To activate it, press the right directional button on the 'Attack' option in battle, then press the ⊗ button to confirm. Overdrive restores HP, EP, CP, and clears all status abnormalities for both the character who activates it and their partner. While in this state, they can act uninterrupted for three consecutive turns, and all attacks and crafts performed will unbalance enemies. In addition, all arts can be cast instantly.

CRAFTS

Dealing and receiving damage in battle increases a character's craft points (CP). Each character has a variety of unique skills known as "crafts" he or she can use CP to perform using CP. After selecting the craft to use, you can choose the enemy, ally, or area to perform it on. New crafts are acquired as characters increase in level.

- **S-Crafts** – S-Crafts are powerful crafts which consume all of a character's CP. At least 100 CP is required to use an S-Craft, and at 200 CP, the craft becomes more powerful.



SPIRIT UNIFICATION

This craft allows you to unleash the power sleeping within Rean. Using it grants three turns with his parameters buffed (STR/DEF/SPD +50%) and imbues Rean with the Unleash status.

AWAKENER'S CALL

This craft allows Rean to call Valimar to the battlefield to fight 3 turns in exchange for 500 EP. This can only be done once per battle and may not be available during certain battles throughout the story.

WEAKENER

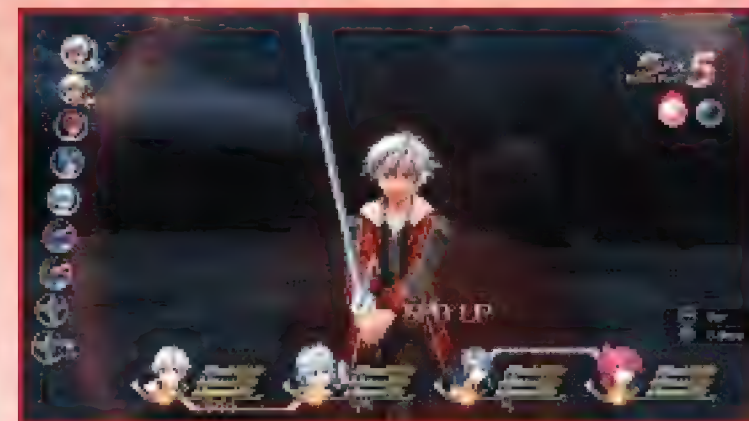
This is a craft unique to Towa that makes use of her arts gun. Using it inflicts the Weak status on an enemy. This status not only makes enemies easier to unbalance, but it also increases the damage arts can inflict against them.

ARTS

Arts, or orbal magic, require Energy Points (EP) to use. After selecting the command, you can select an art to use, switching between categories using the **L** and **R** buttons. After choosing the art to use, you can select a target. Unlike crafts, arts take time to cast, so they are not used immediately.

Attack Arts - Especially effective against enemies with high evasion or resistance to physical attacks.

Support Arts - Used to buff, heal, and augment allies.



Item




Allows characters to use recovery items and food items. After selecting the command, a list will be displayed. Unlike arts, items are consumed immediately upon selecting a target.

Move



Move to a specified location. After selecting this command, choose where to move by using the right stick and pressing the ⊗ button to confirm. Selecting this command will allow for the character's next turn to come sooner on the AT bar.

Run


After selecting the command, a confirmation message will be displayed. Select "Yes" to attempt to run. If the retreat is successful, you will be returned to the field, and the enemy you were fighting will have disappeared. The initial chance of success to escape from battle will be determined by the encounter type. The more failed attempts to retreat, the more likely you'll be to retreat on your next attempt.

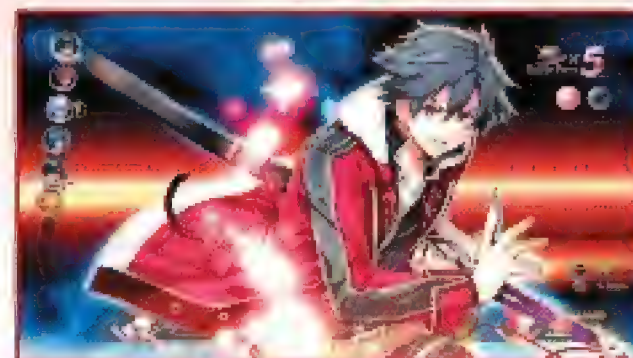
Combat Links are a phenomena that occurs between two ARCUS users, binding their minds in such a way that they can share one another's senses in battle. This enables the execution of advanced teamwork and tactics that might otherwise prove impossible in the heat of combat. You can change who a character is linked with, or sever their current link, while in battle. Hold the  button, select a character using the left and right directional buttons, and then press either the  button to form a link with them, or the  button to sever the current link with them.

Swapping Members

On a character's turn, you can switch them out with a member of your party not currently in combat. To do this, hold the  button, select a character using the up and down directional buttons, and press the  button to confirm. The character who is switched in will have all battle options available to them during that same turn, but will not be able to immediately switch with another character. You will, however, be able to change members again on the next turn.

S-Breaks

S-Breaks allow a character to perform an S-Craft even when it isn't their turn. To activate an S-Break, hold the  button, then press the directional button assigned to that character. After that, select the target as normal to use the S-Break. The directional button assigned to each character is determined by the party's order.



When a character is imbued with a beneficial status effect by an ally or falls victim to an abnormal status inflicted by an enemy, icons appear near their portrait in battle. The number displayed on the bottom right of the icon represents the number of turns the buff or ailment will remain in effect.



Poison – Deals minor damage at the end of the afflicted's turn.
Cure: Antidote



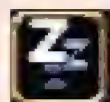
Seal – Renders the afflicted unable to attack, use crafts or S-Crafts.
Cure: Relaxant



Mute – Renders the afflicted unable to use arts.
Cure: Insulating Tape



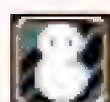
Blind – Reduces ACC and EVA by 50%.
Cure: Eye Drop



Sleep – Renders the afflicted unable to act. All damage dealt to them is critical.
Cure: Mint Drop



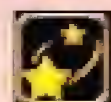
Burn – Deals major damage after at the end of the afflicted's turn.
Cure: Cooling Spray



Freeze – Renders the afflicted unable to act. Deals medium damage at the end of their turn.
Cure: Warmer



Petrify – Renders the afflicted unable to act, with a 30% chance to be K.O.ed when attacked.
Cure: Softening Ointment



Faint – Renders the afflicted unable to act. All damage dealt to them is critical.
Cure: Stimulant



Confuse – The afflicted attacks both enemies and allies indiscriminately.
Cure: Sedative



Deathblow – A one-hit K.O.
Cure: (none)



Nightmare – Afflicts the target with Sleep and bestows a random status ailment when they awaken.
Cure: Mint Drop



Delay – Forces the afflicted to wait longer for their next turn.
Cure: (none)



Vanish – Temporarily removes the afflicted from the battlefield and reduces their EP to 0. Cure: Time



Balance Down – Renders the afflicted more likely to be unbalanced. Cure: Time



Link Break – Severs the afflicted's active combat link. Link cannot be restored while this effect persists. Cure: Time



Stat Down – Decreases the attribute corresponding with the displayed icon. Cure: Time



Stat Up – Increases the attribute corresponding with the displayed icon. Wears off over time



Insight – Increases ACC and EVA by 50%, and renders the imbued 10% more likely to unbalance a foe. Wears off over time



HP Regen – Restores some of the imbued's HP each turn. Wears off over time



CP Regen – Restores some of the imbued's CP each turn. Wears off over time



Physical Immunity – Nullifies the next physical attack received. Removed by: Physical Attack



Physical Reflect – Reflects the indicated number of physical attacks. Reduces their damage to 1/4. Removed by: Physical Attack



Magic Reflect – Reflects the specified number of magical attacks. Reduces their damage to 1/4. Removed by: Magic Attack



Stealth – Enemies won't target the imbued, and attacks/crafts will deal critical damage. Wears off over time.



Unleash – Changes available crafts and invalidates all status abnormalities and stat down. Wears off over time.



Weak – Balance Down + Increases efficacy of all elements by 50%. Wears off over time.

Scorch – Deals massive damage at the end of every turn. Cure: Curia Balm



K.O. – Reduces HP to 0. Cure: Reviving Balm

BATTLE EVALUATION

A battle ends when all enemies have been defeated. By completing specific conditions in battle, you can gain tactical bonuses, which will increase the amount of EXP you receive. Winning battles earns you EXP, sepith, and sometimes even items.

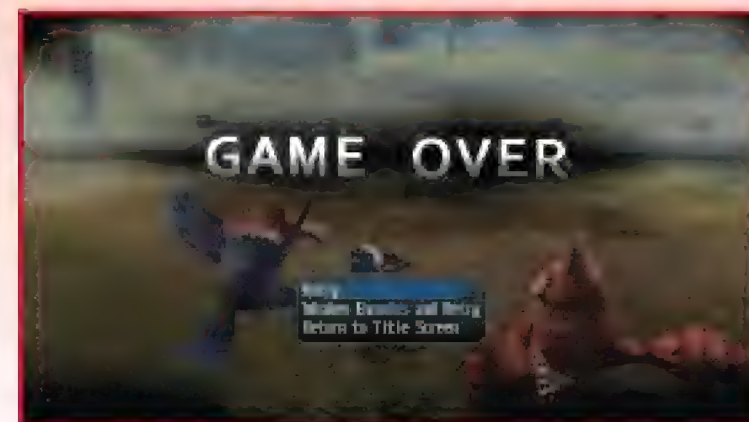
Note, however, that characters who are K.O.ed at the end of battle will not receive EXP.



GAME OVER

A Game Over occurs when all characters are defeated in battle. If you're defeated, you'll have the following options available:

- **Retry** - Try the battle again from the start.
- **Weaken Enemies and then Retry** - Retry with weakened enemies. The more attempts you make with this option, the weaker the enemies will become. Not available with HARD or NIGHTMARE difficulties.
- **Return to Title Screen** - To resume from your last save, select LOAD from the title screen.




You can see what goods and services shops have to offer both on land and aboard the Courageous by talking to the shop's owner and selecting Buy/Sell, Modify/Exchange, or other options.

Options Available in All Shops and Facilities:



• Exchanging

1. Select EXCHANGE from the shop menu.
2. Select the number of sepith masses to exchange for mira using the left stick or directional buttons.
At orbital factories, you can exchange sepith for mira instead of simply sepith masses. Select how much of each variety of sepith you want to exchange for mira, and then confirm the exchange.

• Buying Items

1. Select BUY from the shop menu to view a list of items you can purchase there.
2. Select the item you want to buy. If it's a piece of equipment, you'll be able to see how it will affect party members' attributes before you purchase it.
Pressing the  button will allow you to scroll through the party using the right stick.
3. Select the number you wish to buy and complete the purchase. After purchasing equipment, you can choose a character to immediately equip it to.

• Selling Items

1. Select SELL from the shop menu. A list of items in your possession you can sell will be displayed.
2. Move between categories using the  and  buttons, and select which item in the list you'd like to sell.
3. Select the number you wish to sell and complete the sale.

Note that currently equipped items will not be shown in the list.



Setting quartz in an orbment strengthens the user, and allows them to use arts. Which arts can be used depends on the quartz currently slotted. Orbal factories allow you to both synthesize new quartz and open new slots in your orbment. Both actions require septh.

- **Orbments**

A general term for mechanical devices that extract orbal energy from septium and use it to generate magical effects and enhancements.

- **ARCUS**

A new type of personal-use orbment that can harness orbal energy in a variety of ways, depending on the quartz set in it. Since they are tailor-made for their users, an ARCUS unit's internal structure varies from one unit to the next.

- **Orbal Arts**

A general term for magic-like effects created using an orbment. Which arts a person can cast is determined by the quartz set within their orbment, and using arts requires Energy Points (EP). Depleted EP can be recovered by resting at an inn, using a recovery item, or recharging at an orbment charging station.

- **Energy Points (EP)**

Energy Points represent the energy stored within an orbment that allows its user to cast arts. An orbment's max EP is determined by its line structure and how many of its slots have been opened.

- **Quartz (Crystal Circuits)**

A quartz is a crystal circuit made from sepith, which are fragments of septium. Setting them in an orbment can enable a variety of abilities and bestow a number of different effects, depending on the quartz.

What kinds of benefits can you get from a quartz?

- **Enable Arts** - Example: Aqua Bleed (Grants user access to the art "Aqua Bleed")
- **Raise Attributes** - Example: HP 1 (Max HP +500), Evade 1 (Evasion +10%)
- **Multiple Effects** - Example: Heal (Grants user access to the Tear and Teara arts and recovers HP while out on the field)

- **Master Quartz**

A special type of quartz that can be set in the central master slot of an ARCUS orbment. These are far more powerful than regular quartz, and can level up over time if they're set in the orbment during enough battles.

- **Slots**

The holes in which quartz are set. Some slots will only accept quartz of a certain element. Each orbment has a total of eight slots.

- **Opening Slots**

Orbments come with a number of their slots closed. Opening these slots allows the user to set more quartz and increases their maximum EP.

- **Sepith**

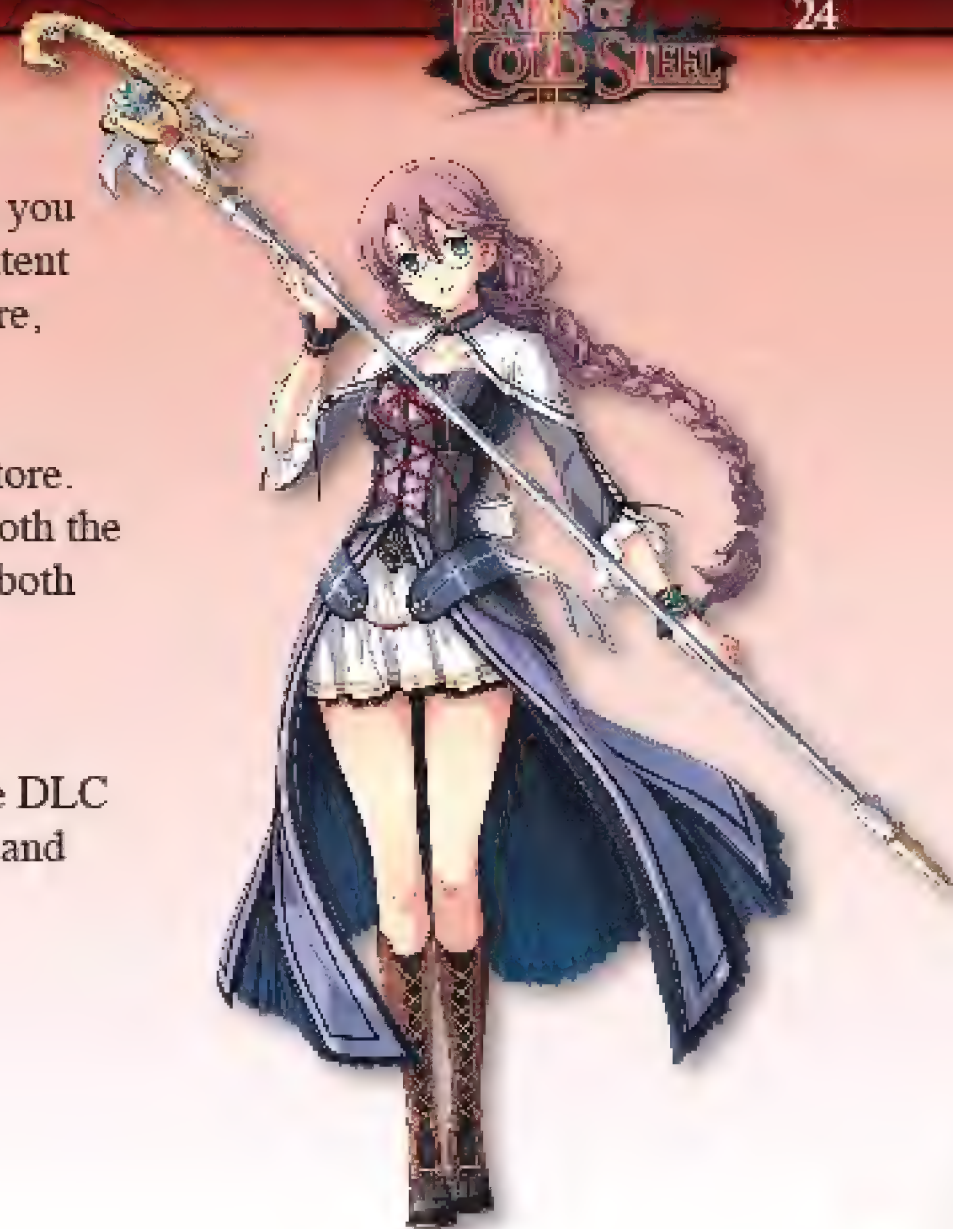
Fragments of septium which come in seven different elemental varieties - earth, water, fire, wind, time, space, and mirage. They are used to synthesize quartz, and can be obtained through battles.

By connecting to the PlayStation®Network and accessing the PlayStation®Store, you can purchase and obtain downloadable content (DLC). A variety of additional content for *The Legend of Heroes: Trails of Cold Steel II* can be purchased from the store, including new costumes for characters and item packs.

Keep in mind that real money is required to purchase items on the PlayStation®Store. Purchased items for *The Legend of Heroes: Trails of Cold Steel II* are valid in both the PS3 and Vita versions of the game, but will need to be downloaded separately on both systems from the PS Store.

• About Purchased Items

Purchased items are automatically installed when downloaded, and appear in the DLC category of the ITEM Menu. Using the item in the DLC category will unpack it and allow you to actually use the item in-game.





For more information on this game,
please visit

www.xseedgames.com



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Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.

This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.



If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.



This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
 - (2) this device must accept any interference received, including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.



- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.



LIMITED WARRANTY



30

The following warranty and support information applies only to customers in the United States and Canada, and only to original consumer purchasers of products covered by this warranty.

LIMITED WARRANTY

XSEED Games / Marvelous USA, Inc., ("XSEED") warrants to the original purchaser of the enclosed product (the "Product") that the media containing the Product (which includes any replacement media provided under this warranty) will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase (the "Warranty Period"). XSEED's entire liability and your exclusive remedy under this limited warranty shall be, at XSEED's option, repair or replacement, without charge, of the whole or affected portion of any Product that proves to be defective in material or workmanship during the Warranty Period.

EXCLUSIONS FROM WARRANTY

This warranty applies only to defects in factory materials and factory workmanship. Any condition caused by abuse, unreasonable use, mistreatment, neglect, accident, improper operation, destruction or alteration, or repair or maintenance attempted by anyone other than XSEED is not a defect covered by this warranty. Parts and materials subject to wear and tear in normal usage are not covered by this warranty.

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